World War II Wargames Rules

BOLT ACTION

Armies of IMPERIAL JAPAN

Frontispiece artwork: Peter Dennis

Artwork courtesy of Osprey Publishing

Production and Photography: Mark Owen

Miniatures painted by: Bruce Murray & Andrés Amián Fernández

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This list is based upon the most common troops and equipment available to the Imperial Japanese Army and Navy forces throughout the war in Asia and the Pacific. It is a free-to-download temporary list, which will allow players to field an Imperial Japanese force until the release of the Armies of Imperial Japan supplement book.

Just like the four army lists included in the Bolt Action rulebook, this list is intended for use with the Force Selection rules and the generic Reinforced Platoon presented on page 124 of the Bolt Action rulebook.

ARMY SPECIAL RULES

DEATH BEFORE DISHONOUR

Many Japanese Soldiers and Officers believed that a display of will through personal sacrifice would win the war for Japan. An appropriate offer in blood would at least ensure a spiritual victory.

Every unit in this list has the Fanatics special rule, as described on page 70 of the Bolt Action rulebook. In addition, infantry and artillery units automatically pass morale checks for being assaulted by enemy tanks (note that artillery pieces are still destroyed as normal).

BANZAI CHARGE

Japanese forces used massed, frenzied charges often with the cry "Banzai!" These charges were sometimes effective, but more often simply a waste of good men.

If a Japanese infantry unit is ordered to Run towards (or Charge) the closest visible enemy, any Order test for that move is automatically passed, as if the unit had rolled a double one.

All models in the unit must then be moved directly towards one of the models in the target unit, and must make contact with the target unit if possible.

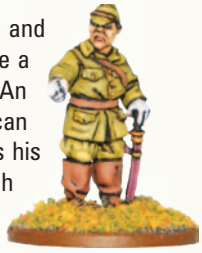
Note that a unit can be ordered to Run/Charge in another direction, but in that case it will follow the normal rules and the Banzai Charge rule has no effect.

Type 97 medium tank, Saipan, 1944, by Peter Bull © Osprey Publishing Ltd. Taken from New Vanguard 137: Japanese Tanks 1939–45.

INFANTRY

HEADQUARTERS UNITS

OFFICER



Imperial Japanese officers were capable and often experienced leaders that could have a very dramatic effect on their soldiers. An officer unit consists of the man himself and can include up to two other soldiers acting as his immediate attendants. Because of the high quality of the majority of Japanese officers we rate them as regular or veteran.

Cost: Rikugun Shoi (Second Lt.): 50pts (regular), 65pts (veteran)
Rikugun Chui (First Lt.): 75pts (regular), 90pts (veteran)
Rikugun Taii (Captain): 110pts (regular), 125pts (veteran)
Rikugun Shosa (Major): 150pts (regular), 165pts (veteran)
Team: 1 officer and up to 2 further men.
Weapons: Pistol, submachine gun or rifle as depicted on the models. In addition, if the officer model has a sword, he has the Tough Fighter special rule (see page 70 of the Bolt Action rulebook).
Options: The officer may be accompanied by up to 2 men at a cost of +10 pts per man (regular) or +13 pts per man (veteran).

MEDIC

The field medic presents the wounded soldier with his best chance of surviving serious injury and can ensure that lightly wounded soldiers are returned to fighting fitness as rapidly as possible. Junior medical staff such as stretcher-bearers can accompany medics in the field. As non-combatants, medics often did not carry weapons – but the practicalities of war sometimes led to medical staff carrying pistols for their personal protection. We rate them as Regular or Veteran.

Cost: Medic 23 pts (regular), 30 pts (veteran)
Team: 1 medic and up to 2 further men.
Weapons: Pistol or none as depicted on the model.
Options: The medic may be accompanied by up to 2 men at a cost of +10 pts per man (regular) or +13 pts per man (veteran).

FORWARD OBSERVER

Radio Operator

Forward observers are liaison officers responsible for coordinating the attack of heavy artillery batteries from behind the lines or aircraft strikes. They are likely to be accompanied by a radio operator and other immediate attendants. We rate these officers as regular or veteran, those of lesser ability being unlikely to find themselves in such an important position.

Cost: Artillery Forward Observer: 100pts (regular), 115 pts (veteran)
Air Force Forward Observer: 75 pts (regular), 90 pts (veteran)
Team: 1 Forward Observer and up to 2 further men.
Weapons: Pistol, submachine gun, rifle, or assault rifle as depicted on the models.
Options: The observer may be accompanied by up to 2 men at a cost of +10 pts per man (regular) or +13 pts per man (veteran).

Jungle Fighters Squad

INFANTRY SQUADS & TEAMS

IJA INFANTRY SQUAD

The Imperial Japanese Army (IJA) formed the largest component of the Imperial Japanese forces and provided the bulk of the manpower. IJA infantry squads normally numbered 13 to 15 men: a NCO (usually a Corporal or Go-Cho) armed with a rifle or (rarely) a SMG, a man armed with a Type 96 LMG and the rest armed with Asikara Type 38 or Type 39 rifles.

Cost: Regular Infantry 70 pts.
Composition: 1 NCO and 6 men.
Weapons: Rifles
Options:

- Add up to 8 additional men with rifles at +10 pts each.
- The NCO can have a submachine gun instead of a rifle for +3 pts.
- Up to 1 man can have a light machine gun for +20 pts – another man becomes the loader.
- The entire squad may be mounted on bicycles for +1 pt per man.
- The squad can be given anti-tank grenades for +2 pts per man.

Infantry in Burma, 1942 (L–R): corporal; private 2nd class; lieutenant, by Stephen Andrew © Osprey Publishing Ltd. Taken from Men-at-Arms 362: The Japanese Army 1931–45 (1).

Special Rules:

- Tank hunters (if anti-tank grenades taken).
- Bicycles: Bicycle-mounted infantry follow the same rules as infantry, except when moving entirely on a road, in which case they double their Run move to 24" (this move cannot be used to assault). In addition, the first time they receive any order other than Run, or if they receive a pinning marker, they dismount and abandon their bicycles for the rest of the game – replace the models with models on foot.

IJA VETERAN INFANTRY SQUAD

The Japanese army had been engaged in almost constant warfare from 1931. Many officers and men had direct experience of combat prior to 1941. Even replacements and new recruits would find themselves amongst experienced men who could share their hard-won combat skills.

Cost: Veteran Infantry 91 pts.
Composition: 1 NCO and 6 men.
Weapons: Rifles
Options:

- Add up to 8 additional men with rifles at +13 pts each.
- The NCO can have a submachine gun instead of a rifle for +3 pts.
- Up to 1 man can have a light machine gun for +20 pts – another man becomes the loader.
- The entire squad may be mounted upon bicycles for +1 pt per man.
- The squad can be given anti-tank grenades for +2 pts per man.

Special Rules:

- Tank hunters (if anti-tank grenades taken).

IJA Infantry Squad

SNIPER TEAM

The Jungles of south Asia provided plenty of opportunity for snipers to make their mark, and the Japanese sniper was well placed with the Type 97 Sniper Rifle with telescopic sight.

Cost: 50 pts (Regular), 65 pts (Veteran)
Team: 2
Weapons: sniper has a rifle and a pistol, spotter has a pistol
Special Rules:
- Team weapon
- Sniper

Japanese Snipers

LIGHT MORTAR TEAM

The Japanese developed a range of grenades that could, by means of separate adapters, be fired from rifles or the Type 10 and Type 89 Grenade Launchers. These lightweight weapons were effectively light mortars of 50mm calibre, and the Japanese made great use of them for close range support.

Light Mortar team

Cost: 24 pts (Inexperienced), 35 pts (Regular), 46 pts (Veteran).
Team: 2 men
Weapon: 1 light mortar.
Special Rules:
- Team weapon
- Indirect fire
- HE (D3)

MEDIUM MORTAR TEAM

The standard medium mortar of the Japanese forces was the 81mm Type 97 which entered service in 1937. It was a relatively heavy and stable weapons platform, which the Japanese used to great effect to support their infantry.

Cost: 35 pts (Inexperienced), 50 pts (Regular), 65 pts (Veteran).
Team: 3 men
Weapon: 1 medium mortar.
Options:
- May add a spotter for +10 pts

Special Rules:
- Team weapon
- Fixed
- Indirect fire
- HE (D6)

Type 97 81mm mortar team

MEDIUM MACHINE GUN TEAM

The standard Japanese medium machine gun of World War Two was the 7.7mm calibre Type 92 introduced in 1932.

Cost: 35 pts (Inexperienced), 50 pts (Regular), 65 pts (Veteran).
Team: 3 men
Weapon: 1 MMG
Special Rules:
- Team weapon
- Fixed

ARTILLERY

INFANTRY GUNS AND HOWITZERS

TYPE 92 70MM INFANTRY GUN

The Type 92 Infantry Gun was a tiny weapon with a short barrel and split carriage that made it ideal as a lightweight support weapon that could be pulled by a horse or mule. It saw service on all fronts and throughout the war.

Type 92 70mm Infantry gun

Cost: 32 pts (Inexperienced), 40 pts (Regular), 48 pts (Veteran).
Team: 3 men
Weapons: 1 light howitzer.
Special Rules:

- Gun shield.
- Team weapon
- Fixed
- Howitzer
- Light shell – due to the small amount of explosive in its light-weight ammunition, this light howitzer has a rating of HE (D3) rather than the normal (D6).

Troops of the 2nd Maizuru SNLF landing at Wake Island, by Peter Dennis © Osprey Publishing Ltd. Taken from Campaign 144: Wake Island 1941.

ANTI-AIRCRAFT GUNS

TYPE 98 20MM AA GUN

The type 98 was the most common automatic anti-aircraft cannon used by the Japanese in World War Two.

Cost: 36 pts (Inexperienced), 45 pts (Regular), 54 pts (Veteran).
Team: 3 men
Weapon: 1 Light Automatic cannon
Special Rules:
- Team weapon
- Fixed
- Flak

ANTI-TANK GUNS

TYPE 94 37MM ANTI-TANK GUN

The Type 94 light anti-tank gun was introduced in 1936 and was known to the Japanese as an 'infantry rapid fire gun'. It was capable of firing both HE and AT shells.

Cost: 40 pts (Inexperienced), 50 pts (Regular), 60 pts (Veteran).
Weapon: light anti-tank gun.
Crew: 3 men
Special Rules:
- Team weapon
- Fixed
- Gun shield

Infantry, 1942–43 (L–R): superior private, New Guinea; private 2nd class, Solomon Islands; sniper, Guadalcanal, by Stephen Andrew © Osprey Publishing Ltd. Taken from Men-at-Arms 369: The Japanese Army 1931–45 (2).

VEHICLES

ASSAULT GUNS AND TANK DESTROYERS

TYPE 1 HO-NI TANK DESTROYER

The Ho-Ni was based on the chassis of the Chi-Ha and mounted a 75mm gun. Although the superstructure was armoured to the front and sides the fighting compartment was open at the top and rear – making the crew vulnerable to attack.

Cost: 96 pts (Inexperienced), 120 pts (Regular)
Weapons: one forward facing medium anti-tank gun
Damage Value: 7+ (armoured carrier)
Special Rules:

- Open topped
- Versatile: The 75mm gun can also fire as a light howitzer.

TANKS

TYPE 95 HA-GO LIGHT TANK

The tiny 7.5 ton Ha-Go was the most numerous armoured vehicle produced by Japan in World war Two.

Cost: 72 pts (Inexperienced), 90 pts (Regular), 108 pts (Veteran)
Weapons: one turret-mounted light anti-tank gun, one turret mounted rear-facing MMG, and one forward facing hull-mounted MMG.
Damage Value: 7+ (armoured carrier)
Special Rules:

- One-man turret. Combining the roles of commander, gunner and loader together and squeezing the man responsible into a one-man turret means it's hard to do different things at once! To represent this it is always necessary to take an order test when issuing an Advance order, even if the tank is not pinned. In addition, you can fire either the main gun or the rear-mounted machine gun, but not both in the same turn.
- Low velocity light anti-tank gun. The Ha-Go main weapon counts as a light anti-tank gun, but with an armour penetration rating of +3 instead of the usual +4.

Type 95 light tank, Luzon, 1941, by Peter Bull © Osprey Publishing Ltd. Taken from New Vanguard 137: Japanese Tanks 1939–45.

TYPE 97 CHI-HA MEDIUM TANK

The Chi-Ha of 1937 was Japan's standard medium tank – although with a weight of only 15 tons, excellent speed and mobility, and no more than 33mm of armour on the turret with 26mm on the body of the tank, it would be considered a light tank in any other contemporary army.

Cost: 108 pts (Inexperienced), 135 pts (Regular), 162 pts (Veteran)
Weapons: one turret-mounted light howitzer, one turret mounted rear-facing MMG, and one forward facing hull-mounted MMG.
Damage Value: 8+ (light tank)

Chi-Ha

ShinHoTo Chi-Ha

TYPE 97-KAI SHINHOTO CHI-HA MEDIUM TANK

In 1942 the Chi-Ha, Japan's standard medium tank, was up-gunned with a high-velocity 47mm anti-tank gun in a new and larger turret.

Cost: 124 pts (Inexperienced), 155 pts (Regular), 186 pts (Veteran)
Weapons: one turret-mounted medium anti-tank gun, one turret mounted rear-facing MMG, and one forward facing hull-mounted MMG.
Damage Value: 8+ (light tank)

TANKETTES AND ARMOURED CARS

The Japanese used small, lightly armoured tankettes in the same scouting and reconnaissance role as armoured cars – in fact the Japanese designation for these tiny tanks literally means 'armoured car'. Actual wheeled armoured cars were used as well – and to differentiate them in our list we use the term 'tankette' for fully tracked vehicles and 'armoured car' for wheeled vehicles.

TYPE 94 TANKETTE

The Type 94 tankette, or TK, was intended to provide the infantry with a vehicle suitable for scouting, reconnaissance and communications as well as a rapid moving infantry support weapon.

Cost: 56 pts (Inexperienced), 70 (Regular), 84 pts (Veteran).
Weapons: one turret-mounted MMG.
Damage Value: 7+ (armoured car)
Special Rules:
- Recce

TRANSPORTS AND TOWS

GENERAL PURPOSE TRUCKS

Japanese trucks were inclined to be narrow to suit local roads and had high ground clearance to cope with uneven surfaces. Many medium sized trucks were comparable in terms of capacity and performance and are represented with the following stats.

Cost: 33 pts (Inexperienced), 41 pts (Regular), 49 pts (Veteran).
Weapons: none.
Damage Value: 6+ (soft-skin)
Transport: Up to 13 men
Tow: light howitzer; light or medium anti-tank gun; light anti-aircraft gun.
Options:
- May have a pintle-mounted MMG covering the forward arc for +15 pts.